



The Year 2 theme this half term is London's Burning!

This covers many areas of the curriculum as shown below:



English—This half term, our English lessons will consist of diary writing, recounts, narrative, bonfire poetry and letter writing. Where possible we will link our learning to the Great Fire of London.

Maths—We will be having regular 'Mental Maths' sessions as well as weekly homework challenges and be continuing learning our times tables. Our Maths this half term will cover: Place value, multiplication and division, time, fraction and statistics.

History— Our history work will focus on studying 'The Great Fire of London' beginning with sequencing the key events, researching and finding out about Samuel Pepys and much more.

ICT—We will be continuing to develop our knowledge of computer programming using the Turtle Logo program.

Art & Design — In art and design we will be creating our very own London landscape in the style of Yvonne Coomber. We will use a variety of media to re-create the fiery sky line.

Design & Technology— In D&T we will create our very own 3D models of London. We will focus on developing our fine motor skills in order to create a busy London scene and setting them alight!

Half termly Homework Project London's Burning!

This half term we would like the children to research and find out about The Great Fire of London then create something to bring into school the first week back after half term. We would like the children to be as creative as possible with their creations.

Here are a few ideas...

- Model houses
- Story writing
- Paintings
- Famous people fact file- Samuel Pepys and Christopher Wren
- The Great Fire of London Monopoly game



PE day- Friday: Please be aware this is a change from last half term

Please ensure children have both their indoor and outdoor kits at all times especially with the weather due to change

School Visitor— Great Fire of London Workshop Wednesday 3rd November.

Extras— Please can we ask for empty cardboard boxes to be brought into school for 3D model making in D&T.